space eggs

"It Will Crack You Up"

By Nasir • A Product of Sirius Software, Inc.

Sirius Software Presents:

SPACE EGGS

FLEXIBLE DISK

CONTROL DATA

D2D 0042 Qty 1

I Fried The "Space" Eggs

Copyright 1981 * By Sirius Software

Sirius Software Presents:

SPACE EGGS

Requires 48K; Apple II, or Apple II+ 13 or 16 Sector   Copyright © 1981 by Sirius Software, Inc.
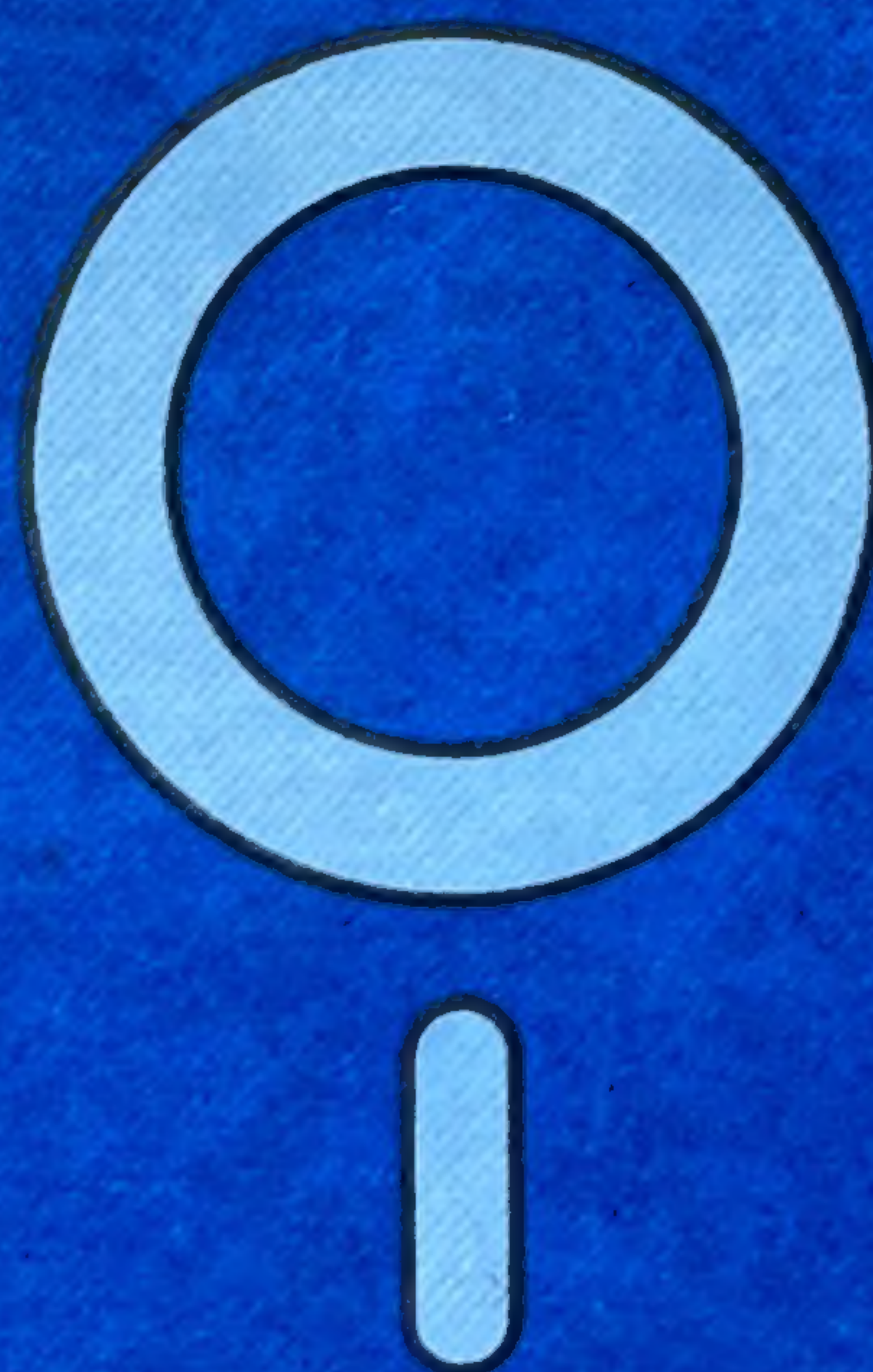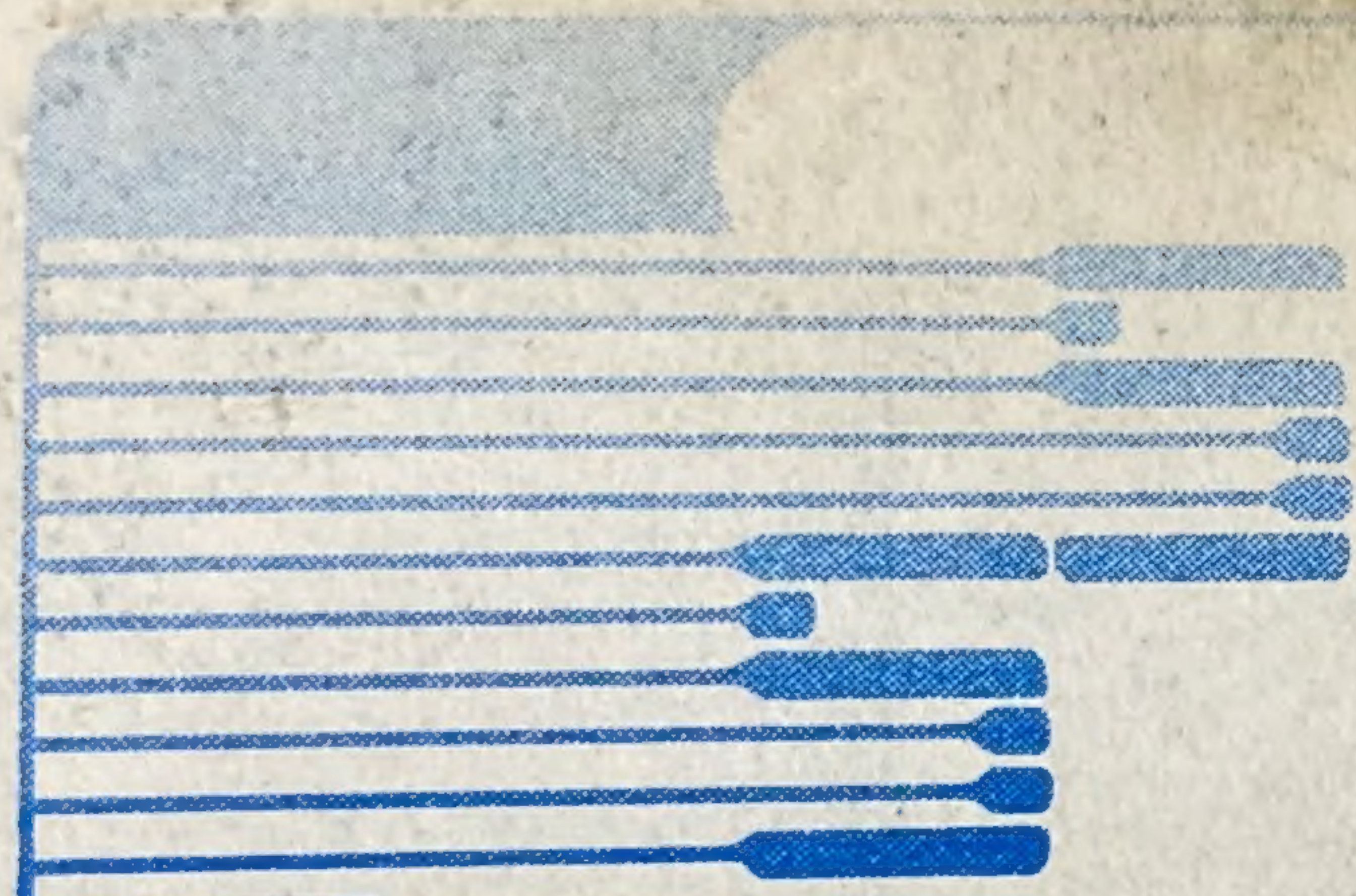
FLEXIBLE DISK

CONTROL DATA

Sirius Software Presents:

SPACE EGGS

Requires 48K, Apple II, or Apple II+ 13 or 16 Sector   Copyright © 1981 by Sirius Software, Inc.

FLEXIBLE
DISK

D2D 0042 Qty 1

space eggs

"It Will Crack You Up"

By Nasir • A Product of Sirius Software, Inc.
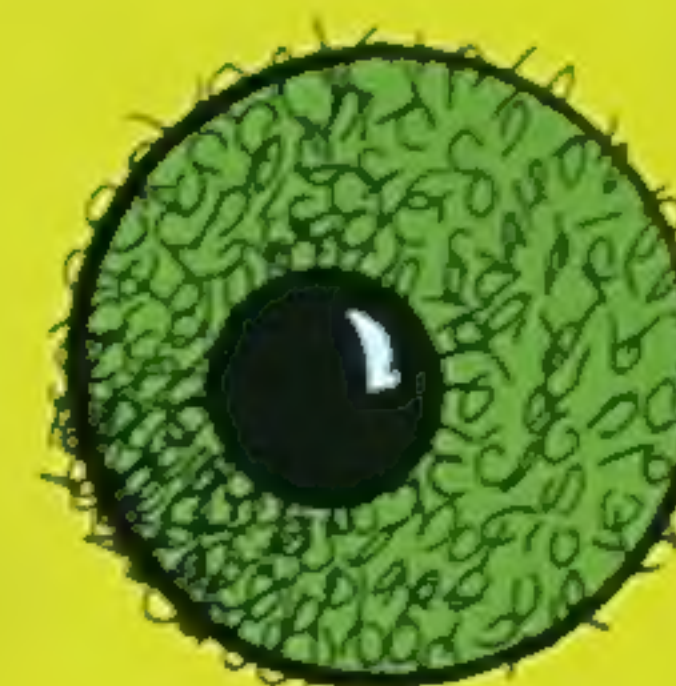
D2D 0042 Qty 1

FLEX
DIS

Spiders

15 Points

Lips

30 Points

Wolves

45 Points

Fuzzballs

80 Points

Programmed By Nasir Gebelli
Game Art Drawn With E-Z Draw
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller

Apple II and Apple II+ Are Trademarks
Of Apple Computer, Inc.

Spiders

15 Points

Lips

30 Points

Wolves

45 Points

Fuzzballs

80 Points

Programmed By Nasir Gebelli
Game Art Drawn With E-Z Draw
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller
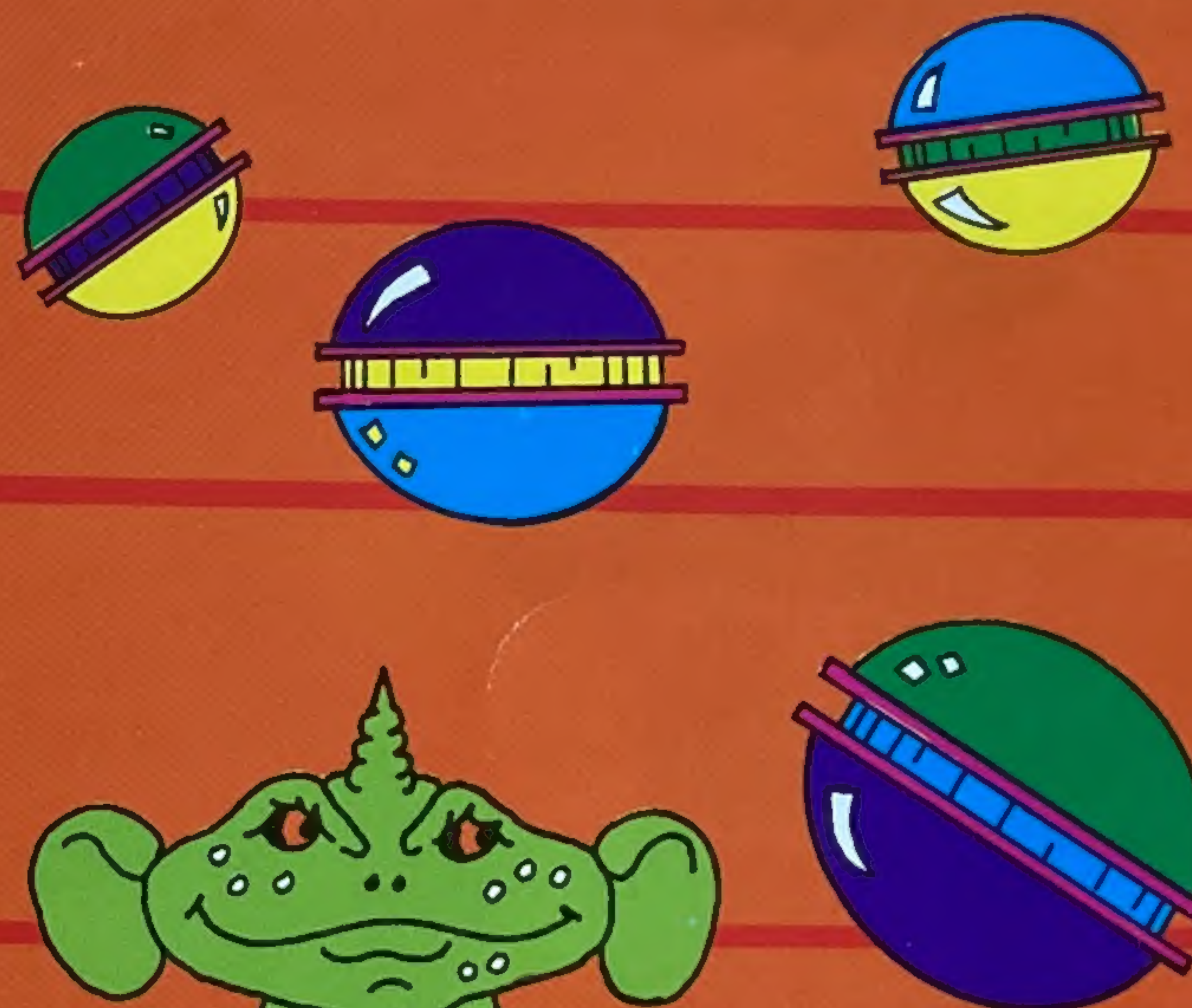
space eggs

"It Will Crack You Up"

By Nasir • A Product of Sirius Software, Inc.

Space Eggs

 Spiders
15 Points

 Lips
30 Points

 Wolves
45 Points

Fuzzballs
80 Points
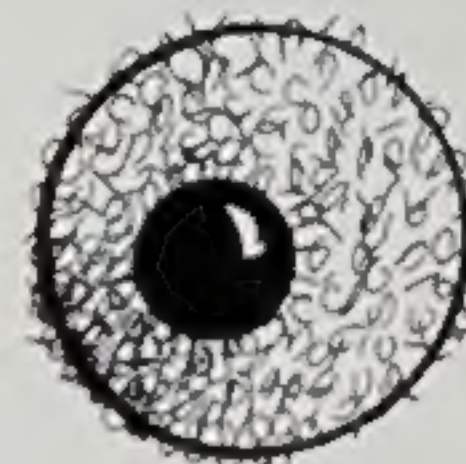
How To Play

Press paddle button O to start the game. Use paddle O to control the ship and press the button to fire the guns.

After scoring over 1000 on either the first or second stage you will get one opportunity to redock the first stage back to the second stage of your ship. This will allow you to fire three shots at once. Line the second stage up exactly with the first stage using the game paddle. Good luck . . .

Other Great
Sirius Software Products

E-Z Draw 3.3

E-Z DRAW is the software that started it all . . . the poor man's graphic tablet. But now it has been updated to 3.3 DOS and completely rewritten for the professional user. E-Z DRAW now includes the powerful HIGHER TEXT character generator written by Ron and Darrel Aldrich. With our new routines the fonts or any part of the picture can be flipped upside down, slanted left or right, rotated 90 or 180 degrees, mirrored or any combination of the above. Also the fonts or parts of the screen can be expanded in width or height, or compressed in height or width. You can mix portions of pictures together, or save only a portion of the screen on disk. Now fully keyboard controlled for better accuracy. Professional documentation and 20 different and imaginative type styles included. Also included are commands to print the hi-res screen on the Trendcom or Silentype printers.

Cyber Strike

CYBER STRIKE . . . An adventure in space with a full 48K of assembly language programming with animation and 3-D effects you haven't seen before. MIND BOGGLING! Everyone said a game like this wasn't possible on the Apple II, but we did it. Also includes a real time clock (software implemented) and several levels of play. WARNING . . . THIS GAME REQUIRES PRACTICE TO PLAY SUCCESSFULLY! Uses either 13 or 16 sector Apple II, II+, or III.

Star Cruiser

STAR CRUISER is a fast action arcade game that can be played by ages 3 and up. Softalk magazine rates this one number three in its first month of release . . . need we say more?

Phantoms Five

An action-packed arcade-style game for the Apple II Computer, PHANTOMS FIVE simulates a fighter-bomber mission in real time three dimensional color graphics. While you try to make your bombing run you have to avoid being hit by anti-aircraft fire, and you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player. Uses the game paddle and either 13 or 16 sector Apple II or Apple II+ with 48K.

Both Barrels

This package features two games: HIGH NOON and DUCK HUNT. Fun for the very young and the young at heart . . . you'll love the bad guy that falls off the roof and the dogs fighting over the ducks.
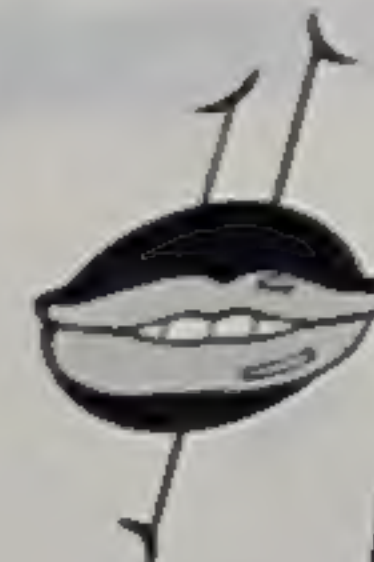
Space Eggs

Spiders
15 Points

Lips
30 Points

Wolves
45 Points

Fuzzballs
80 Points

How To Play

Press paddle button 0 to start the game. Use paddle 0 to control the ship and press the button to fire the guns.

After scoring over 1000 on either the first or second stage you will get one opportunity to redock the first stage back to the second stage of your ship. This will allow you to fire three shots at once. Line the second stage up exactly with the first stage using the game paddle. Good luck . . .

Other Great
Sirius Software Products

E-Z Draw 3.3

E-Z DRAW is the software that started it all . . . the poor man's graphic tablet. But now it has been updated to 3.3 DOS and completely rewritten for the professional user. E-Z DRAW now includes the powerful HIGHER TEXT character generator written by Ron and Darrel Aldrich. With our new routines the fonts or any part of the picture can be flipped upside down, slanted left or right, rotated 90 or 180 degrees, mirrored or any combination of the above. Also the fonts or parts of the screen can be expanded in width or height, or compressed in height or width. You can mix portions of pictures together, or save only a portion of the screen on disk. Now fully keyboard controlled for better accuracy. Professional documentation and 20 different and imaginative type styles included. Also included are commands to print the hi-res screen on the Trendcom or Silentype printers.

Cyber Strike

CYBER STRIKE . . . An adventure in space with a full 48K of assembly language programming with animation and 3-D effects you haven't seen before. MIND BOGGLING! Everyone said a game like this wasn't possible on the Apple II, but we did it. Also includes a real time clock (software implemented) and several levels of play. WARNING . . . THIS GAME REQUIRES PRACTICE TO PLAY SUCCESSFULLY! Uses either 13 or 16 sector Apple II, II+, or III.

Star Cruiser

STAR CRUISER is a fast action arcade game that can be played by ages 3 and up. Softalk magazine rates this one number three in its first month of release . . . need we say more?

Phantoms Five

An action-packed arcade-style game for the Apple II Computer; PHANTOMS FIVE simulates a fighter-bomber mission in real time three dimensional color graphics. While you try to make your bombing run you have to avoid being hit by anti-aircraft fire, and you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player. Uses the game paddle and either 13 or 16 sector Apple II or Apple II+ with 48K.

Both Barrels

This package features two games: HIGH NOON and DUCK HUNT. Fun for the very young and the young at heart . . . you'll love the bad guy that falls off the roof and the dogs fighting over the ducks.
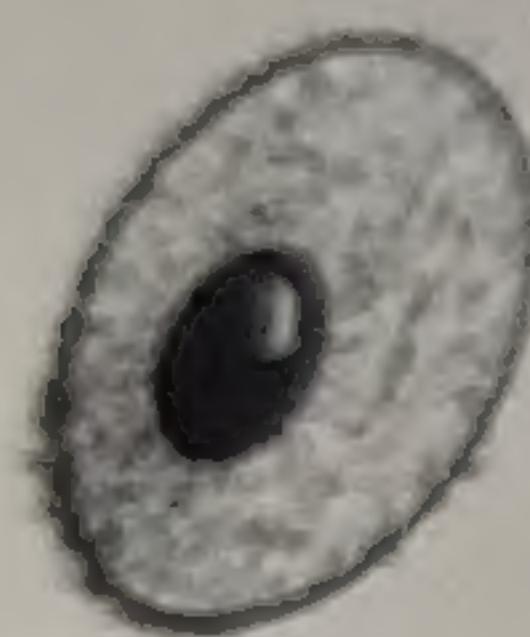
Space Eggs

Lips
30 Points

Wolves
45 Points

Fuzzballs
80 Points

How To Play

...tton O to start the game. Use paddle O to
...nd press the button to fire the guns.

...000 on either the first or second stage
...ortunity to redock the first stage back
...your ship. This will allow you to fire
...e the second stage up exactly with
...ame paddle. Good luck . . .

E-Z Draw

E-Z DRAW is the software that started it all . . . the poor man's graphic...
has been updated to 3.3 DOS and completely rewritten for the professional user...
...RAW now includes the powerful HIGHER TEXT character generator written by Ron and
...Aldrich. With our new routines the fonts or any part of the picture can be flipped
...de down, slanted left or right, rotated 90 or 180 degrees, mirrored or any combi-
...on of the above. Also the fonts or parts of the screen can be expanded in width or
...ght, or compressed in height or width. You can mix portions of pictures together, or
...e only a portion of the screen on disk. Now fully keyboard controlled for better
...racy. Professional documentation and 20 different and imaginative type styles
...uded. Also included are commands to print the hi-res screen on the Trendcom or
...Silentype printers.

Cyber Strike

CYBER STRIKE . . . An adventure in space with a full 48K of assembly language pro-
gramming with animation and 3-D effects you haven't seen before. MIND BOGGLING!
Everyone said a game like this wasn't possible on the Apple II, but we did it. Also
includes a real time clock (software implemented) and several levels of play. WARNING
. . . THIS GAME REQUIRES PRACTICE TO PLAY SUCCESSFULLY! Uses either 13 or 16
sector Apple II, II+, or III.

Star Cruiser

STAR CRUISER is a fast action arcade game that can be played by ages 3 and up. Softalk
magazine rates this one number three in its first month of release . . . need we say
more?

Phantoms Five

An action-packed arcade-style game for the Apple II Computer; PHANTOMS FIVE simu-
lates a fighter-bomber mission in real time three dimensional color graphics. While
you try to make your bombing run you have to avoid being hit by anti-aircraft fire, and
you have to fight off enemy aircraft as well. With five levels of play there is plenty of
action for the novice as well as the advanced player. Uses the game paddle and either
13 or 16 sector Apple II or Apple II+ with 48K.

Both Barrels

This package features two games: HIGH NOON and DUCK HUNT. Fun for the very
young and the young at heart . . . you'll love the bad guy that falls off the roof and the
dogs fighting over the ducks.
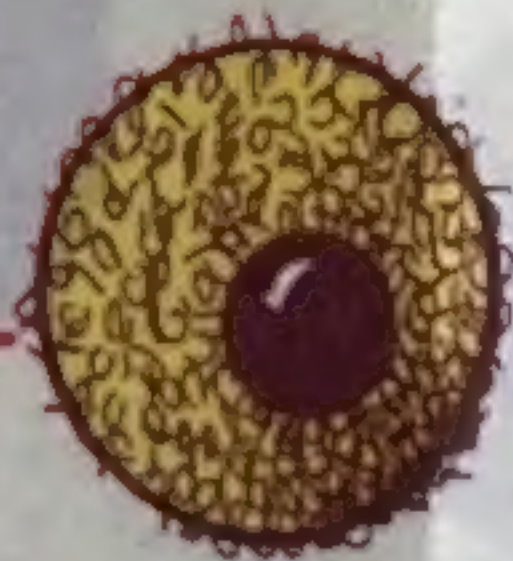
30 Points

Wolves
45 Points

Fuzzballs
80 Points

How To Play

Press paddle button O to start the game. Us
control the ship and press the button to fir

After scoring over 1000 on either the first
you will get one opportunity to redock t
the second stage of your ship. This

Fried "Space" Eggs

Copyright 1981 * by Sirius Software

IRON-ON INSTRUCTIONS

1. Place T-shirt on hard surface with 6 sheets of old newspaper inside of shirt.

2. Smooth out shirt material so that there are no wrinkles under the area to be covered by the iron-on transfer sheet, this means the layer of T-shirt **under** the newspaper as well as on top of it.

3. Place transfer sheet on shirt and hold in place with a straight pin in each corner.

4. With your iron set on high cotton and completely warmed up, apply iron to transfer sheet with firm pressure of approx. 25 lb., moving around the area constantly. Time of iron contact should be at least ten seconds. Care should be exercised here, as too long of contact will scorch the T-shirt. Make sure that the tip of the iron is not the only part of the iron to touch any particular area, because the tip is usually much cooler than the body of the iron.

5. 50-50 cotton and polyester T-shirts are preferred because their dye-retaining properties allow them to be washed in hot water. 100% cotton T-shirts **must** be washed in cold water and, even then, will lose some color intensity.